


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
lv1:7-17 lv2 10-18			Lead	in Partner's Suit	
New suits 2/1 NF other F1 ; Jump raise M = NAT, m= FSJ		Suit	3rd/low	3rd/low	
		NT	4th	3rd/low	
		Subseq	attitude		
		Other:	Attitude Occasionally		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd = 15-18 4th 12-16		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
		Ace	AKx(+); Ax(+); AKJ10(+)	AKx(+);	2/1, 5-card majors
		King	AK; KQ(+)	KQJ(+);AKJ10(+);KQ109(+);AKJ10(+);	2♠= strong 2♠= M's Pre
		Queen	QJx(+); Qx	Qx;KQX(+);Qx	
		Jack	J10; J10x(+); (A/K)J10x(+);Jx	AQJ(+); QJ9x(+);	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109x(+); 10x; H109(+)	JT(+); (A/K)JT(+)	
NAT week		9	9x; 98x(+);	109x(+); H109(+)	1NT Openings: 15-17
2NT =lower 2 suits		Hi-x	Xx	Xx; xXxx; HXx;	2 OVER 1 Responses:
after: New suits = F1		Lo-x	xxX; xxxX	Xxx;	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: NAT 10-13 2NT=19-20		SIGNALS IN ORDER OF PRIORITY			2♠= M's Pre
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding
Michaels CUE		Suit:1st	Hi = Enc	Hi = Even	Odd Even Odd= Enc
		2nd	Hi = Even	S/P	Hi = Even
		3rd	S/P		
		NT: 1st	Low = Enc	Hi = Even	Odd Even Odd= Enc
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Hi = Even	S/P	Hi = Even
Multi-Landy		3rd	S/P		
reopen 2♠ = weak 1M 2M =NAT		Signals (including Trumps):			
		Smith Echo vs NT			
		DOUBLES			
		TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		10P+,May be light if suitable shape or reopening position			
Cue = Ask for stopper					
Leaping Michaels					
Lebensohl					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Vs 1♠ X =M's 1NT=m's		Sup Dbl to 2♥			
OVER OPPONENTS' TAKE OUT DOUBLE					
		Psychics:Rare			
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
		in M fit GF sequence ,3M+1 = wait for Cue, Direct Cue Usually Short			

Note #

TRF in comp

Description

No TRF with PH, TRF to lv 2 = 6+,lv3 or lv4 raise = 10+ INV +,lv4 new suits = GF

1♣(1♠): 2♦/♥/♠ = ♥/♠/♣

1♣(3♠): 4♦/♥ = ♥/♦

1♦(1♠): 2♠/♥/♠ = ♥/♠/♦

1♦(2♣): 2♦/♥/♠ = ♥/♠/♦ 3♣ = M's

1♦(3♠): 3♦/♥/♠ = ♥/♠/♦

1♦(3♣): 4♠/♥ = ♥/♠

1♥(2♣): 2♦/♠ = ♠/♦

1♥(3♣): 3♦/♠ = ♠/♦

1♠(2♣): 2♦/♥ = ♥/♦

1♠(3♣): 3♦/♥ = ♥/♦

1♥/♠ (x): 1NT/2♠/2♦ = ♠/♦/♥ ; 2M-1 = good raise ; 2M = bad raise

after 1NT (2X) 2NT = lebensohl other TRF = INV+

1NT(2♣/♦ M's/one M): 3♠/♦/♥/♠ = ♦/♥/♠/♣

1NT(2♦): 3♣/♦/♥ = ♥/♠/♣

1NT(2♥): 3♣/♦/♥/♠ = ♦/♠/5♠4♠/♣

1NT(2♠): 3♣/♦/♥/♠ = ♦/♥/♠/5♠4♥

1NT/2NT(3♠): 3♦/♥/♠ = ♥/♠/♦

1NT/2NT(3♦): 3♥/♠ = ♠/♥

1NT/2NT(3♣): 4♠/♥ = ♥/♠